HOPPING MAD

AMSTRAD DISK



elite

HOPPING MAD

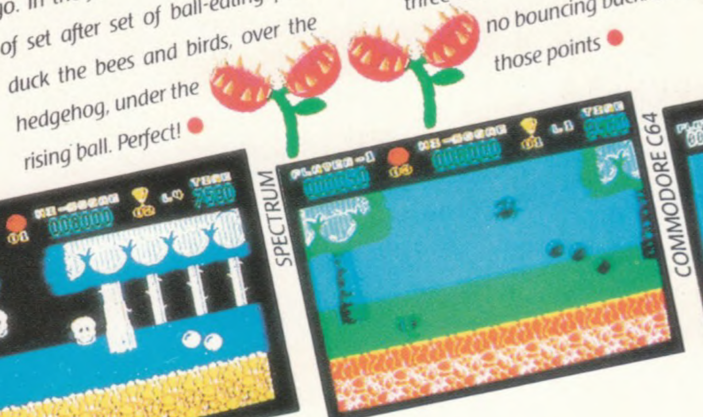
The pressure's on to be one jump ahead!

FULL INSTRUCTIONS
ARE PRINTED ON
THE ENCLOSED LEAFLET

YOUR OPPONENT played first. Globe-hopping through the world and into space, he's skillfully avoided everything that could cost him a 'life.' And as he's gobbled and popped almost all the apples and balloons on the way, he's leapt his way to a brilliant score ● **HE'S PLEASED.** You're not ● **NOW IT'S** your go. In the forest, you escape the jaws of set after set of ball-eating plants, duck the bees and birds, over the hedgehog, under the rising ball. Perfect! ●

BUT THE seaside's no picnic—straight away you land on a lizard. Pop! One life lost. And you're down on score. Bounding on, you approach cacti, and approaching you is a balloon, closely followed by rooks. You could glide safely over the cacti, or jump for the balloon—risking death at the claws of the birds ● **THREE BALLS,** three lives, left. Lose them and there's no bouncing back. But you need those points ●


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SPECTRUM


COMMODORE C64

CPC.HOP.MAD

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